AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method for processing image data in an interactive media player, the method comprising:

receiving first and second image sources from at least one of an interactive recoding medium including data to be reproduced by the interactive media player and an external server providing enhanced additional data to be reproduced by the interactive media player with the reproduced data from the interactive recording medium;

~~receiving a plurality of~~ determining if said at least first and second image sources ~~to be output on a same display screen from at least one of an interactive recording medium and external server~~ are to be output on a same display screen associated with the interactive media player; ~~and~~

determining if bit depths of frames included in the first and second image sources are different from each other when said at least first and second image sources are to be output on the same display screen;

selectively converting a bit depth of ~~at least a~~the frames of one of the first and second image ~~source~~ sources to ~~another bit depth so that the first image source has a same bit depth as a~~ be the same as a bit depth of the frames of the other of the first and second image ~~source~~sources when the bit depths of the frames of the first and second image sources are different from each other, and not converting the bit depth of the frames of said one the first and second image sources when the bit depths of the frames of the first and second image sources are not different from each other; and

outputting the first and second image sources on the same display screen associated with the interactive media player.

2-3. (Canceled).

4. (Currently Amended) The method as set forth in claim ~~2~~1, wherein the step of selectively converting the bit depth comprises:

repeating a unit pixel value a predetermined number of times to increase the bit depth of the frames of said one of the ~~at least~~ first and second image ~~source~~ sources.

5. (Currently Amended) The method as set forth in claim ~~2~~1, wherein the step of selectively converting the bit depth comprises:

repeating a color value a predetermined number of times to increase the bit depth of the ~~at least~~frames of said one of the first and second image ~~source~~sources.

6. (Currently Amended) The method as set forth in claim ~~2~~1, wherein the bit depth of the frames of said one of the first and second image sources is increased within a range of approximately 2m to 2n, where $n>m\geq 0$.

7. (Currently Amended) The method as set forth in claim ~~2~~1, wherein the bit depth of the frames of said one of the first and second images sources is increased to be greater than the bit depth of the frames of the other of the first and second image sources and then decreased by discarding at least one low-order bit of image data of ~~the first image source~~ said one of the first and second image sources.

8. (Original) The method of claim 7, wherein the low-order bit is discarded after at least a unit pixel value is repeated.

9. (Original) The method of claim 7, wherein the low-order bit is discarded after at least a color value is repeated.

10. (Canceled).

11. (Currently Amended) A method for processing image data in an interactive media player, the method comprising:

~~receiving a plurality of image sources to be output on a same display screen, each image source associated with a respective bit depth;~~

~~comparing at least one of the respective bit depths with a predetermined reference bit depth; and~~

~~converting the at least one of the respective bit depths to another bit depth, if the at least one of the respective bid depths is different from the predetermined reference bit depth~~

reading a first image file from an interactive recording medium including data to be reproduced by the interactive media player and a second image file from an external server that provides enhanced data to be reproduced by the interactive media player with the reproduced data from the interactive recording medium;

comparing a bit depth of frames of the second image file with a predetermined fixed bit depth used for processing frames of the first image file;

selectively converting the bit depth of the frames of the second image file to the predetermined fixed bit depth used for processing the frames of the first image file when the comparing step determines the bit depth of the frames of the second image file are different than the predetermined fixed bit depth used for processing the frames of the first image file, and not converting the bit depth of the frames of the second image file to the predetermined fixed bit depth used for processing the frames of the first image file when the comparing step determines the bit depth of the frames of the second image file are not different than the predetermined fixed bit depth used for processing the frames of the first image file; and

outputting the first and second image sources on a same display screen associated with the interactive media player.

12-13. (Canceled).

14. (Currently Amended) The method as set forth in claim ~~12~~11, wherein converting the respective bit depth comprises:

repeating a unit pixel value a predetermined number of times to increase the bit depth of the frames of the second image file.

15. (Currently Amended) The method as set forth in claim ~~12~~11, wherein converting the bit depth comprises:

repeating a color value a predetermined number of times to increase the bit depth of the frames of the second image file.

16. (Currently Amended) The method as set forth in claim ~~12~~11, wherein the bit depth of the frames of the second image file is increased within a range of approximately 2m to 2n , where $n>m\geq 0$.

17. (Currently Amended) The method as set forth in claim ~~12~~11, wherein the bit depth of the frames of the second image file is increased to be greater than the predetermined bit depth and then decreased by discarding at least one low-order bit in image data of the ~~respective~~ second image source.

18. (Original) The method of claim 17, wherein the low-order bit is discarded after at least one unit pixel value is repeated.

19. (Original) The method of claim 17, wherein the low-order bit is discarded after at least one color value is repeated.

20. (Canceled).

21. (Currently Amended) An interactive media player system comprising:

a receiving unit configured to receive first and second image sources from at least one of an interactive recoding medium including data to be reproduced by the interactive media player and an external server providing enhanced additional data to be reproduced by the interactive media player with the reproduced data from the interactive recording medium;

a control unit configure to determine if said at least first and second image sources are to be output on a same display screen associated with the interactive media player, and to determine if bit depths of frames included in the first and second image sources are different from each other when said at least first and second image sources are to be output on the same display screen;

a converter configured to selectively convert a bit depth of the frames of one of the first and second image sources to be the same as a bit depth of the frames of the other of the first and second image sources when the bit depths of the frames of the first and second image sources are different from each other, and not convert the bit depth of the frames of said one the first and second image sources when the bit depths of the frames of the first and second image sources are not different from each other; and

an outputting unit configured to output the first and second image sources on a same display screen associated with the interactive media player~~a storage unit configured to store a plurality of image sources to be output on a same display screen, each image source having a respective bit depth;~~

~~a decoder configured to decode the plurality of image sources, and confirm the respective bit depths of the image sources to determine whether or not the respective bit depths are to be converted to another bit depth; and~~

~~a converter configured to convert at least one of the respective bit depths into said another bit depth~~.

22. (Currently Amended) The system as set forth in claim 21, further comprising:

a mixer configured to mix ~~video~~ the data reproduced from the interactive recording

medium and ~~image~~ the data with a converted bit depth.

23-24. (Canceled).

25. (Currently Amended) The system as set forth in claim 21, wherein the converter is further configured to increase ~~said at least one of the respective bit depths~~ the bit depth of the frames of said one of the first and second image sources by repeating a unit pixel value.

26. (Currently Amended) The system as set forth in claim 21, wherein the converter is further configured to increase ~~said at least one of the respective bit depths~~the bit depth of the frames of said one of the first and second image sources by repeating one color value of image data.

27. (Currently Amended) The system as set forth in claim 26, wherein the bit depth of the frames of said one of the first and second image sources is increased in a range of approximately 2m to 2n.

28. (Original) The system as set forth in claim 26, wherein $n > m \geq 0$.

29. (Currently Amended) The system as set forth in claim 21, wherein the converter is further configured to increase the bit depth of the frames of said one of the first and second image sources ~~said at least one of the respective bit depths~~ to be greater than the bit depth of the frames of the other of the first and second image sources and then to decrease by discarding at least a low-order bit of ~~the~~ image data.

30. (Canceled)

31. (New) The method as set forth in claim 1, wherein the first and second image sources are received from 1) the interactive recording medium and external server, respectively, or 2) the external server and the interactive recording medium, respectively.

32. (New) The system as set forth in claim 21, wherein the first and second image sources are received from 1) the interactive recording medium and external server, respectively, or 2) the external server and the interactive recording medium, respectively.